4 Corner Challenge

Activity Name:	4 Corners
How long did it take?	2 days of 1-hour class
Materials:	Scratch Program

Background/Things to know about for this activity:
Need to know the scratch commands and logic such as if then statements.

Preparation (what should one do to prepare)::
Need to be familiar with the scratch logic, looks, and control functions.

Procedure (how to go about the activity):
The students need to pick a team name with 4 letters. When a letter is pressed, scratch needs to touch a corner that has a script on it. Scratch needs to say a phrase if it touches the script. When all four letters are pressed, scratch needs to touch four corners.

How can the EDP or engineering design practices be incorporated into this activity?
They need to plan a code and implement it, and fix it if it doesn't work.

Comment: At first, the students were confused about what they had to do. But the next day we gave them a worksheet to plan with and they were able to finish the task. Pre-planning is important.